

WEAPONS: X SIMPLE X MARTIAL X OTHER: Polearm butt end

🗗 Languages

Common Dwarvish Tools & Others

Woodcarver's Tools

Vehicles (land)

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			· And All States	1	6
		-	Feat	S	
FEAT: Polearm Master			Human bonus feat [F	HB:	1687
As a bonus action when I do the			n with a glaive/halberd/quarterstaff/	spea	r, I
			butt end. While wielding a glaive/halb attack when a creature enters my re		
FEAT:			, and the second		
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			5 - 6 CMC10-5		
			A STATE OF THE STA	1	(4
		-	Equipmer	nt _	V
Adventuring Gear	#	LBs	Adventuring Gear	#	LBs
Backpack, with: – Blanket	+	<i>5</i>	Pike Amulet of the Devout +1	3	18
- Candles	10				
– Tinderbox – Alms box		1	Javelin	4	2
- Incense, blocks of	2		Scale Mail of Gleaming		45
CenserVestments	_	1 4	Cloak of Billowing		
- Rations, days of	2	2			
- Waterskin		5			
- Woodcarver's Tools	_	5		H	
				H	
	+		Attuned Magical Items (MAX 3) Amulet of the Devout +1	Γ.	1
			THINIEL OF THE DEVOUE +I		
Sı	JBTOTAL	29	Subte	YTAI.	75
CARRYING CAPACIT	Y		Push/Drag/Lift To		VEIGHT
240 lb	R×15		1480 10		f 1b
PLATINUM GOLD = 10 SP	Electri = 5 si		SILVER COPPER LIFESTYLE:	ear &	Coins
100			Wealthy DAILY PRICE:	4	gp
GEMS AND OTHER VALUABLES:			Dani falci.	<u> </u>	<u> </u>

urble More Better's D&D 5th edition Character Record Sheet v13.2.1 (Colorful -

Made by Joost Wijnen (mpmb@flapkan.com); Graphics by Javier Aumente (jaauvel@gmail.com); D&D logos, Dragon Heads ©Wizards of the Coast

Statu	s
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TExhaustion

LEVEL	EFFECT (CUMULATIVE)	
1	Disadvantage on Ability Checks	FINISHING THE EXHAI PROVIDED SOME FOC
2	Speed halved	CCC CLC SCT' SCT'
3	Disadvantage on Attack Rolls and Saving Throws	LONG TION L HAT YO
4	Hit Point maximum halved	REST RI LEVEL BY OU ALSO DRINK.
5	Speed reduced to 0	, T
6	Death	ouces 1, Ingestei
		3

TConditions

Blin	nded				
		involving			
disa	dvantage	e. Enemy at	tacks h	ave advar	itage.

Charmed
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

Deafened Fail checks involving hearing.

Frightened Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

 $\begin{tabular}{l} \square Grappled \\ Speed drops to 0, regardless of any bonus. \end{tabular}$

Incapacitated
Can't take actions or reactions.

Notes

Invisible Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Petrified

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

Poisoned
Disadvantage on attack rolls and ability checks.

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

Restrained

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

Stunned Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

Unconscious
Incapacitated. Can't move or speak. Unaware
of surroundings. Drop everything. Fail Str
and Dex saving throws. Enemy attacks have
advantage. Enemy attacks within 5 ft are
critical hits.

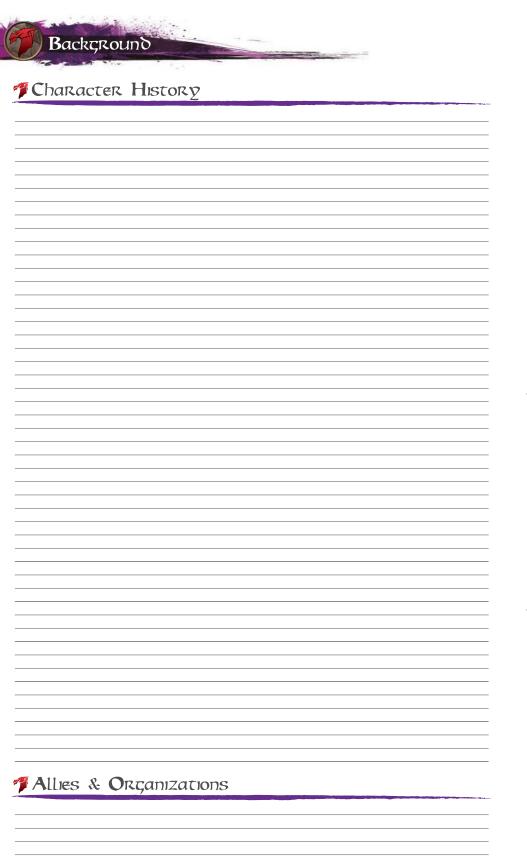
7 Magic	Items

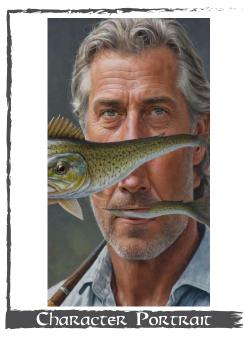
Magic Item: Amulet of the Devout +1 [TCoE 119]	✓ ATTUNED
This amulet bears the symbol of a deity inlaid with precious stones or metals.	
this holy symbol, I gain a +1 bonus to spell attack rolls and saving throw DCs	
Once per dawn, it allows me to use my Channel Divinity feature without expe	
the feature's uses.	
Magic Item: Cloak of Billowing	[XGtE 136]
As a bonus action while wearing this cloak, I can make it billow dramatically.	
Mara Impa Carla Mail Colons	
MAGIC ITEM: Scale Mail of Gleaming	[XGtE 136]
This scale mail armor never gets dirty.	
Magic Item:	ATTUNED
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Futua Edilipment	
7 Extra Equipment	
Gear # LBs Gear	# LBs
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Appear	ince		
Appearance			
Enemies			



Palaom Spells

Spell attack modifier: +7
Spell save DC: 15

Spellcasting ability

Charisma

TCantrips (0 Level)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Guidance	1 willing creature adds 1d4 to ability check of its choice, after rolling, once during the duration	_	Div	1 a	Touch	v,s	Conc, 1 min	P	248
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	_	Trans	1 min	Touch	V,S,M	Instantaneous	P	259

Ist Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Command	1+1/SL crea, each max 30 ft apart, save or follow one word command, e.g. approach, drop, flee, halt	Wis	Ench	1 a	60 ft	V	1 rnd	P	223
Compelled Duel	1 crea save or dis. on attacks vs. not-me and save if moving more than 30 ft away	Wis	Ench	1 bns	30 ft	V	Conc, 1 min	P	224
Cure Wounds	1 living creature heals 1d8+1d8/SL+3 (Cha) HP	_	Evoc	1 a	Touch	v,s	Instantaneous	P	230
Guiding Bolt	Spell attack for 4d6+1d6/SL Radiant dmg and next attack against target has advantage	_	Evoc	1 a	120 ft	v,s	1 rnd	P	248
Heroism	1+1/SL crea immune to fear, gain+3 (Cha) temp. HP start of each turn as spell lasts	_	Ench	1 a	Touch	v,s	Conc, 1 min	P	250

72nd Level

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	В	PG.
Enhance Ability	1+1/SL crea adv. on checks with 1 stat; choosing Str, Dex, Con gives secondary benefits	_	Trans	1 a	Touch	v,s,m	Conc, 1 h	P	237
Find Steed	Gain the services of a steed; communicate with each other telepathically; share spells with it; see book	_	Conj	10 min	30 ft	v,s	Instantaneous	P	240
Magic Weapon	1 nonmagical weapon becomes magical with +1 bonus to attack and damage; SL4: +2, SL6: +3	_	Trans	1 bns	Touch	v,s	Conc, 1 h	P	257
Zone of Truth	15-ft rad all in or enter save or unable to lie; I'm aware if saved or not; crea aware it cannot lie	Cha	Ench	1 a	60 ft	v,s	10 min	P	289

Glossary of Abbreviations used in this Spell Sheet

(R)	Ritual	dif. ter.	Difficult terrain	(D)	The spell can be dismissed by the caster as 1 action	Sot	urces ('B' column)
1a	1 action	dis.	Disadvantage	+1d6/SL	+1d6 for each spell slot level above the spell's level	ΑI	Acquisitions Incorporated
1 bns / bns a	1 bonus action	dmq	Damage	30-ft rad	30-foot radius sphere centered on any point within range	FD	Fizban's Treasury of Dragons
1 rea	1 reaction	h	Hour(s)	S:30-ft rad	Self: 30-foot radius sphere centered on the caster	MI	The Book of Many Things Player's Handbook
20 cu ft	20 cubic feet	Kn	Known	5 crea	Up to 5 creatures in the spell's area, 1 of which can be the caster	PS	Planescape - Sigil and the Outlands
20 sq ft	20 square feet	Me	Memorized	25gp cons.	The material component, worth 25 gp, is consumed by the spell	RF	Rime of the Frostmaiden
adv.	Advantage	min	Minute(s)	all	All creatures within the spell's area	SC	Strixhaven: A Curriculum of Chaos
atk	Attack (roll)	σbj	Object(s)	any	Any creatures of your choosing that are within the spell's area	SJ	Spelljammer - Astral Adventure Guide
chk/check	Ablity check	σbsc.	Obscured	Μf	Material component is costly, but is not consumed upon casting	SR.	System Reference Document
CL	Character Level	rnd	Round(s)	Mt	Material component is costly and is consumed upon casting	UA	Tasha's Cauldron of Everything Unearthed Arcana
Conc, 1 min	Concentration,	SL	Spell slot level	see book / B	The short spell description here is very incomplete, so beware	W	Explorer's Guide to Wildemount
	up to 1 minute					X	Xanathar's Guide to Everything